

explained

by

Nam

SUMMARY

INTRODUCTION.....	2
THE TWINS.....	3
THE INCIDENT	4
FRITZ GLADE	5
DREAMCATCHERS	6
THE AUCTION.....	6
POPGOES' PIZZERIA	7
BLACKRABBIT.....	7
A NEW BROTHER	8
SIX NIGHTS.....	8
SAVEBONNIE	9
SIMON SAYS	9
MINIGAMES.....	10
LUX.....	12
WHITERABBIT.....	13
POPGOES 2	13
STONES.....	14
WHO'S GRAVE STONE?.....	15
SOME OTHER STUFF.....	16
TIME AND AGE.....	16
WEASELWARE ORIGINAL PURPOSE.....	16
"SATANIC ALCHEMIST"	17
GLITCHY SIMON.....	18
LONDON BRIDGE.....	18
SPECIAL THANKS	19

INTRODUCTION

I'm not very into FNaF fangames, but POPGOES made me change my opinion about it. It has a very appealing mysterious lore and pretty good gameplay. The development stories also made it call my attention.

Before the release of this fangame, I had some kind of interest for Five Night's at Candy's, but this game is the first time I bothered to try to solve something that isn't FNaF itself. Because of this, sometime after the game's release, I started working on my interpretation and explanation for every detail of the game. Of course, I only tried, as I couldn't do it 100% – not in the time I made this; approximately a week or so.

Also, I want to make it clear that I started doing this before the small "FNaFLore" drama about the game's lore. Except for a small thing at the end of this, nothing here has anything to do with Kizzycocoa or the "new proposed lore".

By the way, keep in mind that English isn't my mother tongue and, even though I made a revision on most of things, there can still be mistakes somewhere. I'm sorry in advance, you Grammar Nazis :p

So, have a nice read!

I hope.

THE TWINS

Jeremy Fitzgerald was born in Texas in November 1968, and had a twin brother, called Simon. They lived in a flat. Their father was an architect and their mother would stay home with them. As time went on and they grew up, Simon's behaviour started to become strange. He became more reclusive, making his own brother slowly depart from him. This weird behaviour was probably a consequence of an influence from the books he started to read. All of these culminated in Simon becoming a psycho killer.

After his first murder (a child), at a local family restaurant, he would start to work at Freddy Fazbear's Pizza, where he gained access to the Spring Bonnie suit, that he would use to lure more children to murder them. He stuffed their bodies inside the animatronics suits to hide them. Simon became a sadist serial killer. A monster. That's what turned him "purple".



Simon and Jeremy.

THE INCIDENT

Jeremy, differently to his brother, was like every other young man. He really liked (possibly even loved) Freddy Fazbear's Pizza, and, just as his brother, he worked there in 1987. Unfortunately, sometime before his birthday, one of the pizzeria's newest animatronics bit Jeremy: Toy Bonnie. His frontal lobe was severely damaged and he was in a nearly death stage.

Simon, despite being a monster, still loved his brother and would never want anything bad to happen to him. Upon seeing his brother one single step close to death, he possibly panicked and, in an attempt to save him, did the only thing he was an expert at: he killed more children. He did it so he could collect their blood and "anonymously" donate it.



After the bureaucratic part, the blood was transfused and Jeremy saved. He survived, but still suffered some of the consequences: he lost (part of) his frontal lobe, some memories and the capacity to tell the right from the wrong.

After the incident, the media wouldn't stop following him and blaming the pizzeria. This caused the restaurant to be closed and the new animatronics to be scrapped due to malfunctioning. Jeremy received a lot of money after the bite (he believes to have received more than he should) and it was decided that his family and him would move to England to escape from all the paparazzi.

It's possible Simon also moved to England to make sure he would escape from any accusation for the murders, and to take care of Jeremy, but it's also possible he remained in the USA. Independent of this, in the 90's, for some

unknown personal reason, he came back to one of the pizzerias and destroyed the animatronics.

For his surprise, the spirits of the children he murdered possessed the animatronics; they followed him to get their revenge on him. In an attempt to save himself, Simon wore the Spring Bonnie suit one more time, but its spring locks failed and crushed him, killing him. His body was left forgotten there.

FRITZ GLADE

After moving to England, things started to go pretty well to Jeremy, who changed his name to "Fritz Glade". Around that same time, he worked building and selling electric guitars for a secondary school. In the early 2000's his daughter Bonnie was born. He gave her this name for a specific reason: he wanted to disassociate that name from something he feared and associate it with something he loved. In fact, he's been having multiple nightmares with the animatronics from the location he worked at ever since the bite happened.

In 2016 he made a videogame with his daughter's help and in 2019 he built a self-driving car in his own garage. It's obvious his technological engineering skills got better as time went on.



DREAMCATCHERS

After suffering for a long time with his nightmares, resorting to methods like dreamcatchers, Fritz followed an online friend's advice and tried a new method. The idea was that he would build something that metaphorically would defeat his nightmares, some kind of "scarecrow" ornaments. This would, theoretically, destroy his fears from the core. He built six, but only one worked; the failed ones were scrapped.

THE AUCTION

Fritz also projected an operating system to track investigations of DNA around the world, in an attempt to locate his long lost brother Simon. It worked, but it was illegal. He wasn't sent to prison, just warned to never do it again.

Simon's body was still inside Spring Bonnie's suit, which was found by a group of people that were working in a horror attraction on an amusement park based on the urban legends about Freddy Fazbear's Pizza, in 2023. As they believed what they found was just an old animatronic, they left it in the location to make it more "legit". The thing is that Simon wasn't actually dead: his soul was possessing the suit, similar to the children he killed decades earlier.

Keeping his murderous habits, he tried to kill the location's night guard for about a week, until the place burnt to the ground. After this, what was retrieved from the fire was sold in an auction. Fritz possibly found his brother thanks to the auction, after the police possibly investigated the corpse found inside the suit. He then bought some stuff from the auction, including Spring Bonnie's head (the only part in a state good enough to be sold), some parts of the Toy animatronics and Freddy Fazbear's hat. His actual intention was to give his brother an appropriate funeral, but he never had the chance.



POPGOES' PIZZERIA

The auction motivated Fritz to build his own pizzeria and bring the good times to 2024. He redesigned the failed scarecrows as kid-friendly multifunctional anthropomorphic animals robots (animatronics) and built them with 3D printers that were later reprogrammed to print figure versions of them. He's intention was to kill two birds with one stone: fight his fears while entertaining children.

Fritz didn't have any human employee; actually, every animatronic was programmed not only to entertain, but to protect the children, cook the pizzas, clean the location, among other utilities. They were also made to be unable to hurt anyone - Fritz secured it himself.

This was all made possible because he rescripted his DNA investigation software to be an operating system that connect everything in the pizzeria, allowing him to remotely control anything that would go wrong. This OS, called WeaselWare, [have special features for kids to use, such as games and the option for it kid to choose which figurine to be printed, all done by special phones and the computers.

The animatronics are: Popgoes the Weasel, Blake the Badger, Sara and Saffron the Squirrels and Stone the Crow. But you know about them.

Everything worked well in Popgoes' Pizzeria.

BLACKRABBIT

Bonnie loved her father, but he wouldn't actually let her leave the house, even though she was already 22 years old. She also didn't care about the pizzeria business. Basically, she got tired of his behaviour.

One day, while he was at their house's attic, she took Toy Bonnie's mask. As a joke with her own name and a way to provoke him, she wore it and went to him saying: "Look dad, it's me!" Fritz snapped, remembering the animatronic that bit him decades before. In this panicked state, Fritz took a wood axe and attacked Bonnie, slicing her in six parts. Only after he saw the blood he noticed what he did.

"What did you frighten me like this, Bonnie?"

She hated him ever since.



A NEW BROTHER

Fritz wasn't a very sane person, thanks to the bite. This insanity of his caused him to do some weird choices. One example of this is that he worked on a new robot, with an artificial intelligence based on his brother Simon and, apparently, physically on the urban legends of the so called "Purple Guy": purple, without a nose and with white eyes.

Fritz saw him as a human, so gave him the ability to have emotions. The problem is that he became afraid of what his creation became and chained him on his office. The "new Simon" had feelings, and he felt anger.

...

SIX NIGHTS

Fritz redesigned Strings, giving him mobility (he still couldn't walk) and an entirely artificial intelligence and set him as the night guard. This artificial intelligence was programmed to make Strings a curious bot, allowing him to work as a guard as good as a human would.

Unfortunately for him, his system needed to take and process information at a slow pace, which meant that, if a lot of information was given him too fast, or something that doesn't make logical sense, he wouldn't handle it and "die of a panic attack".

Fritz's intention was to set Strings as a night guard for a week, giving him a set of calls per day to guide him and give him knowledge of some events. After the week was over, he would review Strings' progress and determinate if he could keep the job or not.

SAVEBONNIE

Fritz regretted Bonnie's death ever since the second he noticed who he just attacked. He still loved her and wanted her back, so would do anything he could to bring her back. Because he was an "insane" engineer, the way he came up was programming the animatronics to save her.

Popgoes would, because of this, print parts of a Toy Bonnie-based animatronic at night, assembling them on top of a table front stage. Weirdly, it actually worked.

If Popgoes succeeds to do this, Bonnie's spirit would possess this newly built animatronic (becoming Blackrabbit) and fly away – but not before destroying Strings, who witnessed the process. After flying away, she would crumble into dust, as the body parts weren't painted and properly treated. The dust would then take the form of Bonnie's human form, or something like that.

The only problem with this plan is that Strings would do the best possible to prevent Popgoes from doing it.

Extra note: Blackrabbit is actually the only character capable of "killing" Strings. The jumpscares for all the other characters are merely "hallucinations" of the nearest animatronic in the moment he would "die" of panic attack.

SIMON SAYS

A peculiarity about Simon's A.I. is his ability to keep evolving. This literal digivolution allowed him to send visual cues to A.I.s similar to his, acting pretty much like hallucinations. As Simon isn't connect with WeaselWare, the only A.I. similar to his was Strings'. You guessed it right.

Simon, as said earlier, passed most of his "life" chained on Fritz's office, being only able to talk with Fritz – who he didn't really want to talk to, as he hated him. Because of this, he searched a way to talk to someone else. The solution he found was Fritz's newest A.I.: Strings'.

Simon's methods were actually eccentric. He would send visual cues to Strings, making him panic until the point he would die of panic attack. This was done so he could give Strings the time and location to meet him every night.

Now I ask you: wouldn't it be a lot easier if he just met with him in the first visual cues instead of this? Well, it would, but the game wouldn't be as fun.

Anyways, at each meeting, Simon will say something, as if he was trying to take something out of his chest. What he says, in all the six nights are, in order:

“S-Simon Says...”

“I’ll tell you everything.”

“He must f(I don’t know what he says here) onto him” (?)

“Do you think you know who he is? The truth is behind this door.”

“He doesn’t want to remember, now we can help him.”

“He wants to save her. I will make his wish come true. Thank you, Strings.”

Simon knows what Fritz’s has done, and as he was programmed based on his brother, he also has a “fraternal” feeling for the old man. The problem is his hate for him. Thanks to Strings helping him, acting like a good friend, Simon became optimistic has the opportunity to find his freedom.

But before continuing, some things must be mentioned.

MINIGAMES

After each night we play a minigame taking place inside Fritz’s mind/brain. In each one we control a different animatronic and have the objective to find the Toy animatronic (that are chained) specific for the character we’re controlling.

It goes:

Night 1: We control Stone and go after BB.

Night 2: We control Saffron and go after Toy Freddy.

Night 3: We control Sara and go after Toy Chica.

Night 4: We control Blake and go after Mangle.

Night 5: We control Popgoes and go after Toy Bonnie.

When we get close to the Toy animatronic, the screen goes black.

Considering the setting and events of these minigames, it’s obvious they didn’t take place in real life. In fact, they are all symbolic.

As said earlier, Popgoes and gang were originally scarecrows to fight Fritz’s fear of the Toy animatronics, but differently to Strings, they didn’t work, so

he scrapped them. When he decided to open the pizzeria, he reused their concept to make the animatronics, with the intention of still using them as scarecrows at the same time they would entertain children.

The problem is that, by doing this and making them kid-friendly, they lost the physical aspects meant to “fight” the Toys. In other words, they became more ineffective than ever.

And that’s what the minigames mean: the chained Toys represent the never ending trauma fear, the playable characters represent the scarecrows and the black screen represents them failing to destroy the fear.

Extra note: Toy Bonnie is located in the frontal lobe.

But, all of this is only true in the “regular” playthrough. If you’re doing the “true ending”/“Simon Says” route, then things change.

If you meet with Simon correctly each night, the minigames will change.

This time, you’ll have a creepy voice (presumably Simon’s) spelling words each night. The words, in order, are:

“*FRITZ MADE*”

“*A BIG MISTAKE*”

“*HE WANTS*”

“*HER BACK*”

“*THEY OBEY*”

Not only this, but in each night, before finding the Toy animatronic, a “Simon spotlight” will be found, and when you stand underneath it, the character will become the “Lux” version of it. This time, when you reach the Toy, a scene of the chains breaking and the Toy falling into pieces is seen before the minigame ending.

But what does it mean? What are the Luxes? I’ll answer it in the next section. :D

LUX

The Lux animatronics are white versions of the animatronic characters seen in the game, along with coloured joints. They appear only twice in the entire game: in the minigames, when you're helping Simon, and replacing Simon in the meetings after you have already done the true ending once.

They are the most mysterious characters in the game (well, maybe not as much as Grave Stone), but they are also the characters and "objects" with the most symbolic and metaphoric meaning in the entire game. They represent something for both, Simon and Fritz, at the same time they represent one specific thing: Simon's anger.

For Fritz, they represent how Simon's anger inflicted a fear so big on him that it destroyed his trauma fears of the Toys.

Two things evidence this. The first being their angry expression and attack poses when seen during the nights, and the second being how they first appear at all.

As explained in the last section, the minigames in the "regular" route represent how the scarecrows failed at destroying Fritz's fears. But on the other hand, in the "true ending" route, the Luxes are able to destroy them. This means Fritz's fears of the Toys are over. Who killed them? Simon's anger. It's all symbolic.

Fritz made Simon to be the most human as possible, allowing him (somehow) to have feelings. But he became afraid of his own creating, and fearing what Simon could do, he chained him. Simon became angry. This anger and fear of what he could do made Fritz so afraid, that his past traumas were forgotten.

For Simon, they represent his motivation and "hope" for freedom; through his anger.

Lux means *light* in Latin. Light represents hope. Y'know, something like "The light at the end of the tunnel". The Luxes are Simon's light at the end of the tunnel. Or office, whatever.

This is evidenced because they only appeared after Simon started to meet with Strings. These meetings gave Simon confidence and the hope that he could be freed by killing Fritz.

In another words, it can be said that what motivates Simon is what scares Fritz the most.

WHITERABBIT

Whiterrabbit is a Lux animatronic, but different to the others, she doesn't sport an angry expression or attack pose. As a matter of fact, she's the most "friendly-looking" of them. That's because she represents something else.

When you're doing the Simon Says route, and only when you're doing it, you'll have a sixth minigame. In this minigame, the voice spells "SAVEBONNIE".

The character you play as is Blackrabbit, and you start right beside a 3D printer. When you meet Simon, you'll become Whiterrabbit. This time, you don't kill a Toy; none are left, anyway. This time, you kill Fritz. Yes. There's even blood.

Again, this is entirely symbolic, and the real context of everything is:

Simon convinced Fritz he could bring Bonnie back, but for this, he needed to be connected with WeaselWare. The innocent old man listened to the killer-bot and connected him to the OS. Simon then programmed a 3D printer to print Blackrabbit. As usual, Bonnie's spirit possessed it.

Because Bonnie became an avenging spirit after her death, she couldn't find her peace until she had her revenge. And that's what she had at this moment: she killed Fritz, and her spirit was freed.

Similarly, Simon was unchained in the process and escaped. After he left the office, he took Strings with him to live a happy life together.

Still about Whiterabbit, she's existent only in Fritz's mind, so you can say that, to him, it was not his daughter who killed him.

You can also use a similar analogy of the Lux on her. She can represent Simon's hope (as she's who "frees" him), Fritz's hope (that his daughter will come back) and/or Bonnie's hope (of finding her peace).

The reason why she doesn't have an angry expression is because she also symbolizes Bonnie's freedom. She's no motivation, she's the consequence.

POPGOES 2

The real reason Simon captured Strings was because he wanted to learn how to become a real human, and Strings was his only friend. He took him to Fritz's house, to learn more about him. But it's actually a story for another day ;)

STONES

As it's known, Stone The Crow is one of the animatronics and scarecrows, but he's got two variants that are rather... intriguing.

The first variant seeing is Gem Stone. Physically, he's a crystal-like transparent version of Stone. Technically, he's just a hallucination.

Gem Stone is a symbolic character, not existing in real (game) life. He appears three times. The first (well, at least to me) is the minigames, where he appears sitting in a corner for about 3 seconds before disappearing. The second, and most common, is during the night, as hallucinations on the cameras, just like Stone.

The interesting thing about Gem Stone is that, in his hallucinations, he's the exact opposite of Stone: the messages in this sign are all honest and true. What Stone's says, he says the opposite.

Stone tells lies to mislead Strings, while Gem Stone tells the truth to help Strings.

The third time he appears is in the "regular" ending screen; or Gem Stone ending, if you will.

Now, let's move to his meaning.

After the bite, Fritz couldn't tell the right from the wrong. This probably lead him to make bad decisions and lie a lot. When he opened the pizzeria, he wanted it to be the most *transparent* and honest place he could. He didn't want it to be another Freddy Fazbear's Pizza. Not only this, he wanted to be more honest and trustworthy as he could. It was one of his greatest desires.

Remember how Gem Stone appears in the minigames, inside Fritz's brain? He represents Fritz's desire to be honest and "transparent". He is Strings' forced visual representation of this desire. Now, read the night 1 phone call again and notice what Fritz is trying to do.

On the other hand, Stone represents the opposite: the lies and deceptions; what he wants to get rid of.

Well, that's it for them.

The second variant is the most mysterious and curious character from the entire game. I already mentioned him before. Who is he? What does he mean?

WHO'S GRAVE STONE?

I'll be honest with you, Grave Stone is the snake in my boot. Look at this motherfucker:

He appears only once in the entire game (Extras Menu not counted, as always), in the Simon Says ending – or Grave Stone ending, if you will.

Everything about him is unknown, except he's a gargoyle-inspired version of Stone, who seems to be hollow and feetless. What does he mean? Well, to explain my (possibly wrong) thoughts, I must bring Gem Stone back.

Remember I said Gem Stone represents Fritz's desire to be honest? So, it's also inspired by something. This:



It's a crystal crow on a fountain. The only other time a fountain is seen is in POPGOES Arcade, a prequel game I haven't mentioned before here. The water of the fountain will sometimes change into blood white eyes (possibly Blackrabbbit's) will appear underneath it.

Okay, but what does it mean?

Well, analysing POPGOES Arcade, it's meant to hint parts of Bonnie's story arch, especially because it seems like she's possessing the arcade machine. With this in mind, we can conclude the fountain also represents something. But I must ask you something:

What happened to Bonnie's body?

Kane confirmed there was no one to report her missing, and it's obvious Fritz wouldn't just leave the body around in the house's attic; he must've hid it. Where? Underneath the fountain.

The fountain is possibly in his garden or in some place where he could bury her without anyone seeing. He did it so she could “rest” in a beautiful place, which other people could look at and admire, without knowing what happened to her.

Gem Stone represents Fritz’s desire to be honest, but also is ironically the representation of the thing he can’t be honest or talk about to anyone: his daughter’s death. And this kills him from the inside.

Grave Stone is this: the representation of death. Fritz’s death. It’s all his bad decisions and everything they culminated into. If he was honest about everything in the first place, instead of being a coward hiding the body of his daughter, nothing would have happened; not in the way it did, at least.

Bonnie had a beautiful fountain “gravestone”. Fritz had a cracked gargoyle, a ghost of his mistakes, hollowed as he was, with no feet to stand after all he’s made. A representation of how his life went downhill, and how it was his entire fault. You can even say it represents his fear of the consequences.

That’s all I’ve got for Grave Stone.

SOME OTHER STUFF

Time and Age

Originally, I’ve set Simon’s first murder to his age of 16. This was so he could still be “pink” and have the age to drive a car, fitting with the Take Cake to the Children minigame from FNaF2.

The whole problem is that this would only give an interval of two years between his first murder and the events from FNaF 2. All of this would conflict with the reason why Fredbear’s Family Diner was closed and the many years the first Freddy Fazbear’s Pizza was left to rot after the Missing Children Incident.

Maybe it’s just because I’m biased with my own theories for FNaF and Kane’s interpretation for these events is different, but I decided that some aspects of the official canon lore should be ignored in favour for POPGOES. But that’s just me, though.

WeaselWare original purpose

To me, the way I placed it in my timeline feels kinda “off”. Not sure though, but it’s the only explanation I can think of for it. It’s also a good explanation to how Fritz new his brother’s body was there, so I guess I might be right (?).

“Satanic alchemist”

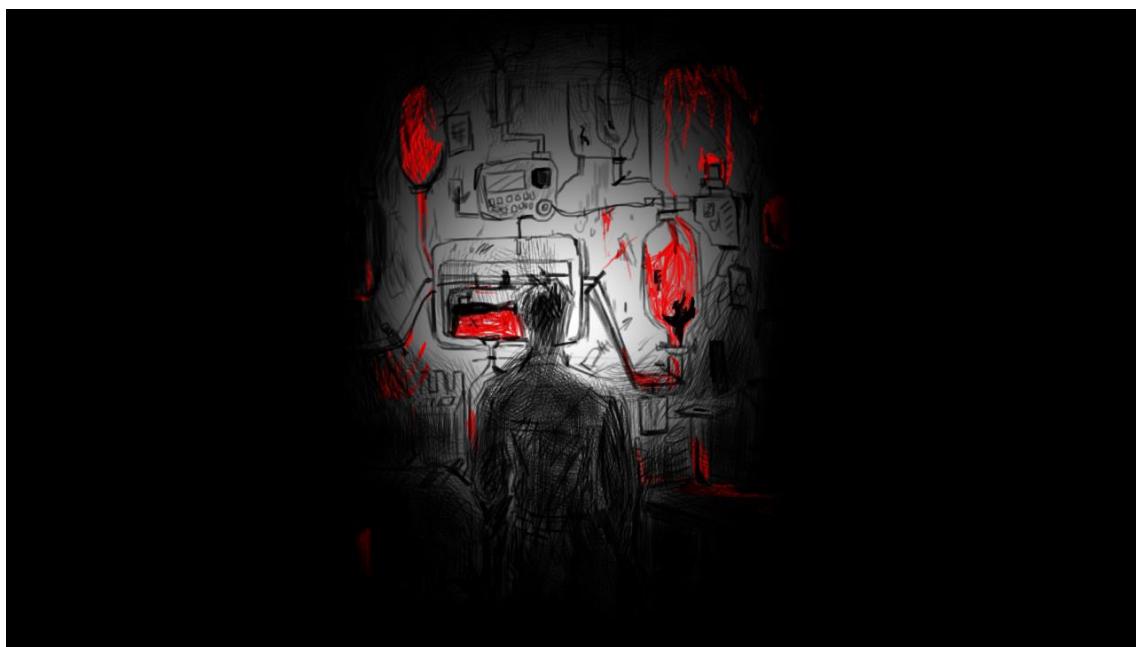
The title is a bit misleading, but I'll explain it.

When I first saw the Impossible Night cutscene, I misunderstood the blood bottles/containers as candles and thought Simon was doing a satanic ritual there. I actually even wrote this here while I was starting. I blame a joke comic saying a satanic ritual was found on FFP :p

But anyways, I want to mention something I didn't mention before: Simon's original motivation to commit murders.

According to Kane, Simon was not just a psychotic serial killer, or a night guard with a habit. He was experimenting with blood, looking for an “elixir” for prolonged life. He started doing experiments with his own blood, but once he started working at the pizzeria, things became... easier.

This was left out because one, I don't think this would drastically affect lore/timeline, and two, some people might not like this idea, like Phisnom himself. Now that you know about it, you can either choose to take it (which is correct, according to Kane) or leave it (which is fine; Phisnom apparently did it).



Things that didn't make sense (?)

As I said, I started this “project” before the little FNaFLore drama. In case you don't know about it, here's a little summary:

Kizzycocoa, the owner of FNaFLore, said he was going to add his own version of POPGOES' lore in his site because Kane's version didn't make a lot of sense. Kane said this statement didn't make sense, and didn't want anything related to POPGOES in Kizzy's site. In the end, it was decided that the Kizzy's version of POPGOES' timeline was canceled.

I don't want to enter in/create no drama, but I'm really curious to what Kizzy considered "nonsense", other than the elixir part. I mean, if I came up with all of this (of course, with Kane's and some other people's help), then what didn't make sense? What needed to be changed? Everything worked, in my opinion.

Glitchy Simon

In the Grave Stone ending route, a Simon spotlight will appear in the minigames, right? Well, in the first five, it'll have Simon-bot's face, but in the sixth night it'll be a glitch version of Purple Guy's face instead. What does it mean, I wonder? Well, I have some theories, but as I couldn't find a place to place it on the main section, I'm adding it here.

First, it could be merely a hint Simon is based on Purple Guy. This is something obvious, considering everything else in the game.

Second, it could mean Fritz programmed Simon so well, he basically started to be just as Purple Guy was. That's why he's glitchy.

Third, it could mean Purple Guy's spirit somehow managed to move from Springtrap to the Simon-bot. This is an interesting thought, but seems to contradict other information.

You take it as you will.

London Bridge

I'm going to be quick about this: I'm not sure what does it mean. I have two theories involving it and the downward arrows, both about my fountain theory.

The first is that the fountain is metaphoric and it just means she was buried somewhere related to/under water. The second is basically the same, but that the bridge is the metaphoric part and the fountain is might still be right.

I don't know.

SPECIAL THANKS

I think the obvious way of starting this would be by thanking Kane, but it won't be. I want to thank Scott for making FNaF before anything ;)

Now, thank you Kane, Phisnom and the rest of 2124 for providing us with a great game that has a great lore and mysteries. It was actually fun to make this explanation "article".

Thank you:

/u/AKnifeintheFlesh816, for solving Gem Stone;

/u/Sonicyay2, for the phone call transcripts;

/u/TheGuyWhoDoesAThing, also for the phone call transcripts.

I also want to my friend Paulo, who listened to me talking about this game and theories for about a week. Oh, and my other friend Leo, who "supported" me, so to say.

And, of course, thank you for reading. :)